

BLAZING ANGELS™

★★★ SQUADRONS OF WWII ★★★

Available March 2006



XBOX
LIVE



Language
Violence

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GHOST RECON

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Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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XBOX LIVE®

Take Tom Clancy's Ghost Recon Advanced Warfighter™ Beyond the Box

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time while you play.

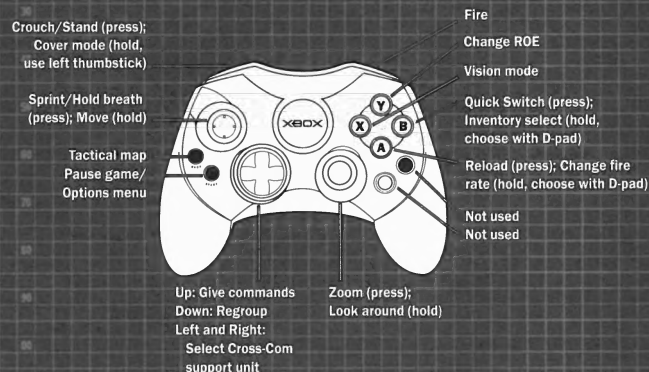
Downloadable Ghost Recon Advanced Warfighter Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new maps) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

GAME CONTROLS



These are the default player controls, which can be changed by choosing a different configuration in the Options menu.

Move Character: The left thumbstick controls the movement (forward, backward, sidestep left and right) of your character.

Look Around: The right thumbstick allows you to look up and down, and turn left and right.

Zoom/Scope: Clicking the right thumbstick activates the current weapon's scope mode (where available). Additional clicks of the right thumbstick will cycle through the zoom modes of the scope, finally returning to the first-person view.

Giving Commands: Pressing the directional pad **↑** will give context-sensitive orders to the unit currently selected in the Cross-Com window (default is your Alpha teammate). Which order you give depends on where the crosshair is placed and includes (for the Alpha teammate): Advance to Cover, Attack Enemy, Use a Fixed Gun, and Attack Vehicles.

Holding the D-pad **↑** will also give the teammate orders, but the teammate will wait for a Go! command. Once a Go! command is requested, pressing the D-pad **↑** again will trigger the command. To cancel a Go! command, either give the teammate a new order or hold the D-pad **↑**. See the Teammate Commands section for more information.

When additional support units – such as tanks, helicopters, and artillery – are selected, pressing **↑** on the D-pad gives context-sensitive orders in the same way as to a teammate; these orders include Attack Enemy and Destroy Enemy Vehicle.

Regroup: Pressing the D-pad **↓** will order the Alpha teammate to regroup to your current position. This option is only available for your teammate.

Cross-Com Support: When a new support unit is available, a box will flash red next to the main Cross-Com window. Pressing **←** and **→** on the D-pad will change the currently selected Cross-Com support unit. As new Cross-Com support units are selected, the name and status of each will be visible in the information box under the main Cross-Com window. There are four categories of Cross-Com support units: teammate support, Bravo team support, on-site support, and off-site support.

Stance: Pressing the left trigger button will cycle Ghost leader Captain Scott Mitchell from standing to crouching.

Fire Weapon: Pressing the right trigger fires the currently selected weapon, based on the currently selected fire rate.

Change Rules of Engagement (ROE): Pressing the **Y** button will change the ROE for the currently selected Cross-Com unit. Recon orders the unit to return fire only, whereas Assault orders the unit to fire at will. See the Teammate Tactics section for more information.

Vision Mode: Pressing the **X** button will cycle through the different vision modes of your high-tech visor. These include heat vision, for daytime situations, and heat plus light amplification, for night operations.

Reload: Pressing the **A** button reloads the current weapon.

Fire Rate: Holding the **A** button displays the Fire Rate menu. Using the D-pad, you can choose the fire rate for the currently selected weapon. Fire rate options include: fully automatic fire, burst fire, and single-shot firing. The options available depend on the modes available for the currently selected weapon.

Quick Switch: Pressing the **B** button will switch between your current primary and secondary weapons. If you wish to change to other inventory items, then the Inventory Select function should be used.

Inventory Select: Holding the **B** button will display the Inventory menu. Using the D-pad, you can choose the weapons and equipment you are carrying.

Tactical Map: Pressing the BACK button will display the full-screen tactical map. This screen displays a map of the environment and the position of known friendly and enemy units as well as objectives. While within the tactical map screen, gameplay will be automatically paused.

Pause/Options: Pressing the START button during the game will display the Pause menu, where you can change game options.

DIRECTIONAL PAD MENUS

Inventory:

D-pad **↑**:Select Primary Weapon
D-pad **↓**:Select Secondary Equipment
D-pad **←**:Select Primary Equipment
D-pad **→**:Select Secondary Weapon

Fire Rate:

D-pad **↑**:Select Automatic Fire
D-pad **↓**:Not Used
D-pad **→**:Select Single-Shot Fire
D-pad **←**:Select Burst Fire

PROFILE MANAGEMENT

Your profile contains your gameplay history, a record of your statistics, your multiplayer rank, and the way you appear in multiplayer games. You can have multiple profiles on an Xbox® system, but only one can be active at a time. The active profile will record your advancement through the game as you play.

On the profile screen, the following options are available:

Creating a profile: Choosing Create Profile will display the Profile Naming screen. The first step is to name your profile. Use the left thumbstick to select letters on the circular keyboard and press the **A** button to accept each character. Use the left and right triggers to switch between letter and number characters. When you are satisfied with your profile, release the left thumbstick and the word "Accept" will appear. Press the **A** button to accept the profile name.

Once the profile has been named, the Appearance screen will be displayed. Use the left thumbstick to choose your multiplayer appearance. This is how your character will be seen when playing multiplayer games. As you select different appearances, the highlighted character will be displayed in the window on the right-hand side of the screen. Once you are satisfied with the appearance you have selected, press the **A** button to accept your choice.

Selecting a profile: Once profiles have been created they will be selectable from the Profile menu. Use the left thumbstick to highlight the profile you wish to use and press the **A** button to confirm and activate your selection.

Editing a profile: Once a profile has been created you can edit the contents by highlighting it in the Profile menu and pressing the **X** button.

Deleting a profile: To delete a profile, select the profile you wish to delete with the left thumbstick and press the **Y** button. You will be asked to confirm the deletion. Press the **A** button to confirm and the **B** button to cancel the deletion process.

MAIN MENU

On the Main Menu screen the following options are available:

- **Single Player:** Play the campaign or a quick mission solo.
- **Multiplayer:** Play Cooperative or Adversarial game modes with friends.
- **Options:** Change the options for in-game features.
- **Credits:** View the game credits.

Single-Player Menu

- **Campaign:** Experience the full single-player campaign. Start a new game or load a previously saved game.
- **Quick Mission:** Replay a single mission from the campaign.

Campaign

The single-player campaign is played against AI opponents. You control Captain Scott Mitchell, leader of the Ghost Recon team, throughout one large military campaign. You can save your progress during the campaign and return to play again later.

When you select Campaign, you will have the option to start a new campaign or to select a previously saved game. Highlight the option you wish to select and press the **A** button to confirm.

Cooperative Campaign

When you select Cooperative Campaign, the profile screen will be displayed. First select the profile to be activated for Player 1. Once this profile has been selected, choose the profile to be activated for Player 2. Once the profiles have been confirmed you will have the option to start a new campaign or to select a previously saved game. Highlight the option you wish to select and press the **A** button to confirm.

Weapon Selection

In Campaign or Quick Mission modes, after you select the difficulty setting, you can choose the weaponry and equipment you wish take into battle. You will be provided with a default kit but if you wish to change it, highlight the inventory slot you wish to change and press the **A** button. Once the inventory slot is selected, use the left thumbstick to select your new weapon or equipment and press the **A** button when you are happy with your selection. Once you have finished selecting all the pieces of your kit press the **A** button to confirm and leave the menu.

Xbox Live Menu

Selecting this option will log you directly on to Xbox Live in order to enjoy all of the usual Xbox Live features, such as email and statistics. See the Multiplayer section for more information.

Options Menu

The Options menu allows you to set various preferences for how Ghost Recon Advanced Warfighter will look and play. The available options are:

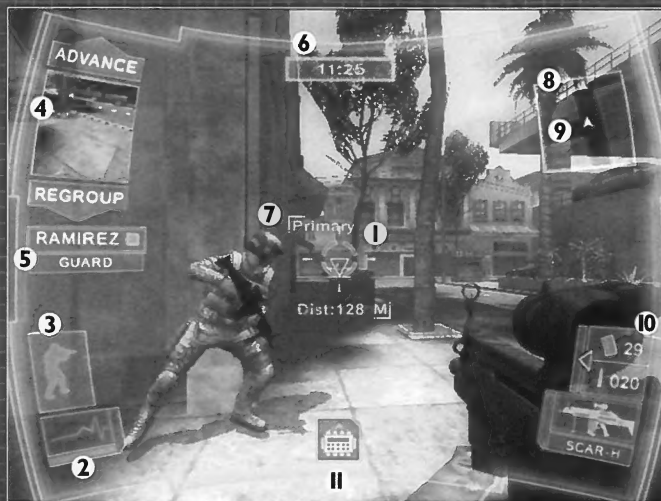
- **Setup:** Allows you to change options that affect the control of the game, including turning the vibration feature on/off, editing the sensitivity of looking around, and changing the control system for looking up and down. Use the left thumbstick to edit your configuration and press the **A** button to confirm all of your selections.
- **Controller:** Allows you to change the default controls. Use the left thumbstick to choose your favorite configuration and press the **A** button to confirm. Press the **B** button to cancel your selection and return to the previous menu.
- **Audio:** Allows you to edit the audio options, which are sound volume and headset voice audio.

Credits Menu

- Select this option to view the credits for the development team behind the game. Press the **A** button to start the movie and press the **B** button to cancel the movie and return to the Main Menu.

THE HEADS-UP DISPLAY (HUD)

Ghost Recon Advanced Warfighter is played through the eyes of your character, Captain Scott Mitchell. Once the game has started you will see the Heads-Up Display (HUD), which is integrated into your character's helmet. The HUD provides all the information you need about the game world.



1. Reticle: The icon in the center of the screen is known as the reticle; it indicates where your shots will be fired. The reticle also changes colors over interactive objects; it will turn green over friendly units and teammate cover objects and red over enemy troops and vehicles.

2. Stamina: The stamina bar is located below the heartbeat monitor in the lower left corner of the HUD. Stamina is used when you sprint and hold your breath during sniping. As you use stamina the bar will expand and change color from green to red. Once the bar reaches the end of the window you will not be able to use any more stamina until you rest. To rest, simply do not use any more stamina.

3. Health/Stance: The stance icon tells you whether you are currently standing or crouching, and the color represents your current state of health. Green is full health. The color will cycle through yellow, orange, and red as you take more damage.

4. Cross-Com Window: The Cross-Com window represents your communication link to all U.S. military support currently under your control. Once a support unit is selected, a real-time camera view is displayed in the window. The Cross-Com window also displays the context sensitive commands you can give to your support. When support orders are available, they will appear above and below the Cross-Com window. Commands include Advance, Attack, and Regroup.

5. Support Status: Below the Cross-Com window, a smaller window displays the status of the currently selected support unit. This includes the support unit's name and additional information, such as health and ammo, where appropriate.

6. Clock: The clock displays the current game-world time and objective countdown timers, where necessary.

7. New Objective Information: On receiving new objectives from headquarters, a text box will appear at the bottom of the HUD informing you of your primary and secondary objectives. Current objectives can be viewed in the full-screen tactical map display by pressing the BACK button.

8. Mini Map: The mini map displays the area currently surrounding you. The map also displays nearby friendly and enemy Intels.

9. Nar-Com Window: The Nar-Com window displays incoming communications from support units not directly under your control, and mission updates from command. The Nar-Com window will appear over the top of the mini map during communications and automatically disappears once the communication ends.

10. Weapon Information: The weapon information details the currently selected weapon, the number of magazines remaining, and the number of rounds in the current magazine.

11. Context Sensitive Icons: When you are standing over an area you can interact with, a context sensitive icon will appear at the bottom of the screen.

PLAYING THE GAME

Basic Movement

By default the left thumbstick controls your movement, while the right thumbstick controls where you look. Pushing left and right on the left thumbstick allows you to sidestep, while pushing left and right on the right thumbstick allows you to rotate. The movement combination of the left and right thumbstick allows you to move and look almost anywhere simultaneously.

Stance

The speed at which you move depends on your stance. Upright stance has the fastest movement, allowing you to walk and sprint, but you present the largest target to the enemy. Moving while crouching is much slower, but you present a much smaller target and your aim is more accurate. You can toggle between upright and crouched using the left trigger button.

Using Cover

Any object in the game environment that can block an enemy's attack can be used as cover. The larger the cover object, the better protection it provides. When using an object as cover, you can peek by holding the left trigger button to enter Cover mode. While in Cover mode, you will be unable to move around the environment, but by pressing left or right on the left thumbstick you can lean from side to side to peek and shoot from behind cover. Releasing the left trigger button will automatically exit Cover mode and return to the normal control system.

Shooting

To fire your weapon, press the right trigger button. The damage system in Ghost Recon Advanced Warfighter is very realistic, and shooting enemies in different areas of their bodies will cause various degrees of damage. Impact to the head will kill an enemy with a single shot, whereas impact to the arms and legs will require multiple hits to take the enemy down.

Scope View

Each weapon in the game has a different set of attributes. Some weapons are equipped with telescopic sights, enabling you to zoom in on targets for accurate shooting. If your weapon is equipped with a scope, pressing the right thumbstick will cause the view to zoom in on the area you are currently aiming at. Continuing to press the right thumbstick will continue to zoom where available, eventually returning you to the normal view.

Rate of Fire

The rate at which your weapon fires will depend on the current fire rate setting, which may cause the gun to fire repeatedly if the trigger button is held. To change the fire rate, hold the **A** button and use the D-pad to select one of the following:

- **Single Shot:** One round per trigger pull.
- **Burst Fire:** Three rounds per trigger pull.
- **Automatic Fire:** As long as you hold the trigger you will keep firing, until the magazine is exhausted.

Reload

Your weapon will automatically reload if you continue to shoot when you run out of rounds. Reloading takes time so be sure to carefully monitor your ammunition levels and reload when not in the middle of a firefight to ensure you are always battle-ready.

Changing Inventory

You will be supplied with two weapons and two pieces of equipment per level. You can switch between weapons quickly by pressing the **B** button. To select any piece of inventory, hold the **B** button and press the D-pad to choose.

Grenade

A grenade works in the same way as other weapons in the game. Select the grenade from your inventory and then aim with the right thumbstick. Pressing the right trigger will throw the grenade at a set power; use the angle of your aim to determine where the grenade will land.

Vision Modes

Pressing the **X** button will activate the different high-tech visual filters integrated into your Special Forces helmet. The different visual modes can be used to detect enemies in bright and dark environments, or to detect enemies hiding behind cover. There are two different modes available:

- **Day View:** The day view filter highlights all objects producing heat as solid black figures. The heat signature can be seen through thin objects being used as cover.
- **Night View:** The night view increases the brightness of dark environments and displays all objects producing heat as solid white figures. This heat signature can also be seen through thin objects.



INTEGRATED WARFIGHTER SYSTEM

All members of the Ghost Recon team are equipped with the Integrated Warfighter System (IWS), the very latest in military technology. This high-tech system provides all units in the battlefield with constant situational awareness updates, including reconnaissance, enemy positioning objectives, and status of friendly forces. The IWS will help you detect, monitor, and eliminate enemy forces, and it provides you with all the information you need to form attack strategies. The IWS contains the following core elements:

Intels: Colored symbols seen on the HUD are known as Intels. These symbols are automatically attached to important objects in the game world to inform you of their function and position.



Green diamonds are attached to friendly forces. Red diamonds are attached to enemy forces.



In blue, this symbol displays the current objective whose position you must reach. In red, it shows the position of a current objective that needs to be destroyed.




This symbol marks an optional objective's location.


Intel Information: Holding your reticle on any intel for a short period will display an information box with details of the object's name and distance in meters from your current position.


Reconnaissance: The intels of all friendly units are displayed at all times to ensure you are aware of their position. Enemy intels are not displayed until spotted. Placing your reticle over an enemy target will automatically request a military satellite to track the object and provide you with its constant position, creating an intel. Once an intel has been created it cannot escape and can even be seen through walls. All IWSs are connected, so other friendly units (including your teammate) will also spot targets. Reconnaissance is very important, as attack orders can only be given against intels; so you need to spot enemies before you can ask for support in eliminating them.


TEAMMATE COMMANDS

Working as a team is vital in Ghost Recon Advanced Warfighter. It's the only way you will complete your objectives and stay alive. As Ghost Leader, you are able to give your teammate various commands in order to create different strategies to achieve your goals. Your reticle will change color to display interactive teammate objects, each one providing your teammate with a specific command. The commands available to you are:


Advance/Use Cover: When your reticle is over the ground or on a cover object, pressing the D-pad  will send your teammate to this position or cover. He will advance according to the current Rules of Engagement (ROE).




Attack: Placing your reticle over an enemy intel will cause it to turn red. A red reticle indicates that your currently selected support unit can attack this object. While controlling your teammate, place the reticle over an enemy intel and then press the D-pad  to order your teammate to kill the enemy based on the current ROE.

Regroup: You can order your teammate to regroup to your position at any time by pressing the D-pad . The teammate will immediately return to you following the current ROE. Your teammate will always follow you once he has returned to your position.




Change ROE: The rules of engagement are very important, as they set the conditions under which your teammate and all support forces will interact with the enemy. Press the  button to toggle the ROE between Recon and Assault modes. See the Teammate Tactics section of this manual for more information regarding the ROE. The basic rules of ROE commands are:

- **Recon:** Return fire only.
- **Assault:** Fire at will.

Using Fixed Gun: Placing the reticle over a fixed gun will cause the reticle to turn green. Pressing the D-pad  will order your teammate to use the fixed gun.

Go! Commands: All teammate commands can be requested immediately, but they can also be triggered with Go! commands. To request your teammate to perform any order on a Go! command simply place your reticle over the object (e.g., a cover object) and then hold the D-pad . Your Alpha teammate will confirm the Go! command and wait for you to issue the Go! To trigger the Go! command, press the D-pad  again. To cancel the Go! Command, give your teammate a new order or hold the D-pad  again.

Go! Command Example

- Place your reticle over a cover object and press the D-pad . Your teammate will now go to cover.
- Place your reticle over an enemy target and hold the D-pad . Your teammate will now stay at the cover until you give him a Go! command.
- The word "waiting" will be displayed in the teammate status box.
- Press the D-pad  again to trigger the Go! and ask your teammate to attack.
- Your teammate will now attack the target.

TEAMMATE TACTICS

In order to complete your missions, you will need to command and coordinate your movements with your teammate's. The command system allows you to create many tactical combinations, giving you total and accurate control over the movement and actions of your teammate. Each action is simple in itself but when combined with other actions can create many different strategies.

Basic Teammate Tactics

Rules of Engagement

The rules of engagement control how your teammate interacts with the environment and enemies. There are two different ROE settings, which cause your teammate to act very differently:

- **Recon:** This setting instructs your teammate to follow your orders while being as careful as possible, moving slowly through the environment and using cover for protection. It also instructs the teammate to fire at enemies only if they fire at him first. This mode should be used if you want to remain undetected and wish to move carefully through the environment.

- **Assault:** This setting instructs your teammate to follow your orders but to move as fast as possible and perform each command directly. The teammate will not use cover and will attack any enemy on sight. This mode should be used for direct attacks and for situations where remaining undetected is not required.

To toggle the ROE, press the **Y** button.

Spotting Enemies

Your teammate is constantly checking the battlefield for enemies. If you advance him to cover in ROE Recon mode, he will check for enemies at every cover and report the status of the area. In Assault mode, if he spots an enemy he will attack them immediately. Use your teammate to scout ahead and check the environment.

Using Cover

Once you advance your teammate to cover, he will stay there until he receives another order. He will peek and check constantly for enemy activity and, if in a firefight, he will use the cover for protection. Use cover to protect your team.



Covering Areas

If you wish your teammate to protect an area, simply send him to a cover and switch the ROE mode to Assault. If any enemy approaches this area, your teammate will instantly eliminate them.

Attacking Enemies

Once enemies are alerted they become very dangerous, as they will warn other members of their squads of your location and request reinforcements, so attack orders are critical. Giving your teammate an attack order causes him to perform different actions depending on whether he can see the target clearly. If your teammate can see the target clearly he will aim and kill the target. If your teammate cannot see the target he will move through the environment following the rules of his ROE setting and kill the enemy as soon as he can make a clear shot.

Attacking on Go!

Any command can be given as a Go! order. Attacking on a Go! is very powerful, as it enables you and your teammate to attack together to kill multiple enemies at the same time, and/or from different directions.

Using Grenades

Your teammate will use grenades to attack enemies in elevated positions, using fixed guns and vehicles. Your teammate will automatically decide when it is best to use grenades.

Healing Your Teammate

Your teammate can heal his injuries (as can you) at supply points. When you interact with a supply point, your and your teammate's health and ammunition will be restored.

Advanced Tactics

Suppressing Fire

You can suppress enemies by shooting at the cover they are hiding behind. The more bullets that hit their cover, the less they will move. For more complicated maneuvers, advance your teammate to cover and ask him to attack the enemy on a Go!, and then suppress enemies to prevent them from shooting at your teammate as he attacks.

Flanking

The environments of Ghost Recon Advanced Warfighter are very open, and there are always many routes to flank your enemy. Elevated positions also give the best view of the battlefield and allow you to order your teammate to cover positions and to surprise enemies.

Surprise Attacks

Shooting enemies from behind is far more lethal than shooting them from the front. Ordering your teammate to attack enemies that have not been alerted allows him to accurately aim and kill targets in single shots. Use surprise tactics to kill your enemies before they have time to attack you or request backup.

Elevated Positions

Use ladders to reach rooftops and attack enemies from elevated positions. Use rooftops as command posts and control your teammate from a position of protection.

DYNAMIC PLAYER ACTIONS

In addition to giving your teammate commands, you can interact with certain areas of the environment. When you are standing next to an area you can interact with, a blue icon will appear at the center of the bottom of the screen. Pulling the left trigger will allow you to perform the following actions:

Climb Ladders: Climb ladders to reach rooftops and enjoy elevated views of the battlefield.




Use Fixed Guns: Use these high-powered, fast-firing weapons to pin down enemies and kill large groups of troops.

Planting Bombs: Plant bombs to destroy roadblocks and enemy vehicles.

Heal and Resupply: Replenish both health and ammunition.

Save Game: Save your current game position and stats to hard disk.

THE CROSS-COM SYSTEM

The heart of your communications system is called the Cross-Com and is represented by the window in the top left-hand corner of your HUD. The central window of the Cross-Com shows the current view from the support unit under your control. When new support becomes available, a red rectangle will flash next to the main Cross-Com window. Pressing the D-pad  or  changes the currently selected support unit and moves it to the main Cross-Com window. You can only control and give commands to the unit currently selected in the Cross-Com window. Each type of support has different commands available, but they all use the same system as the teammate. Red-colored reticles indicate enemies and pressing the D-pad  is always used to give commands to the selected unit.

Support Status

Below the Cross-Com window is a smaller window that displays the status of the currently selected support unit. This box contains the name of the current support unit, its current health, and what ammunition remains (if applicable).

Controlling Support

The Integrated Warfighter System connects all communications of U.S. military units and allows them to work together and share information. In Ghost Recon Advanced Warfighter, you will command and control many different types of support. The support available for you to use will depend on the current situation and what headquarters can provide for you. All support units will introduce themselves in the Nar-Com window (top right of the HUD) and then will move over to the Cross-Com system once they are available for you to control. The support units available to control through the game include:

Teammate: Your Alpha teammate, who follows your every order. Please read the Teammate Commands section of this manual for more information.

Bravo Team: Two additional members of your Ghost squad, who have their own mission objectives linked to your common mission. Bravo teammates have the same ROE modes as your teammate and can be given Go! commands in special situations.

Charlie Team: A special Ghost Recon sniper team that can be given enemy intel as sniper targets.

Ground Support: All ground support units have ROE modes

similar to your teammate. Recon mode instructs vehicles to return fire only, whereas Assault mode instructs the unit to fire at will. Ground support units include:

- **APC:** Armored personnel carriers will transport your team between missions. They cannot be given direct orders.
- **M1A1 tank:** M1A1 tanks provide great firepower and can easily destroy enemy vehicles and troops. Friendly tanks can be given enemy targets.
- **M-55 Artillery:** This very powerful off-site support can be given enemy targets and will fire explosive shells to destroy all units within the area. Artillery has only limited ammunition, which is displayed in the Support Status box below the Cross-Com window.

Air Support: Air support units include a wide variety of vehicles with very different functions. Air support within the game includes:

- **UH-60 Blackhawk:** This transport helicopter will transport your Ghost Recon team between missions and objectives. Blackhawks cannot be given direct orders.
- **AH-64 Apache:** This flying fortress acts and functions just like a tank. It can be given ROE mode change commands and enemy targets.
- **F15 Fighter:** This unit provides airstrike support against the toughest of enemy targets. It cannot be given direct commands, except to attack predetermined targets set by command headquarters.
- **UAV Gyro:** This small Unmanned Aerial Vehicle will fly around the environment, using its thermal imaging filters to spot enemies and update your system. It cannot be given direct commands but can be launched to search the immediate area.


WORKING AS A TEAM

The Ghost Recon team consists of three main units: Alpha team comprises you – the leader – and your teammate. Bravo team comprises the two other key members of your squad, who you must work closely with to achieve your goals. Finally, Charlie team provides a sniper support function. All members of the Ghost squad will remain in regular contact with you to keep you informed of their position and situation. Working as a team is a very important element of the game. Throughout the campaign you will interact very closely with Bravo team as you work together to complete your objectives.

Bravo Team

During each section of the campaign mission, command will provide both Alpha and Bravo team with objectives to complete. As the leader of the squad it is your job to ensure that these objectives are completed. Throughout the game Bravo team will switch from being within your environment (on-site) and outside your environment (off-site). When on-site, Bravo team will appear in the Cross-Com window, and you will be able to interact with them like any other support unit.



Controlling Bravo

In certain situations, Bravo team will ask you to tell them when it is safe to "Go!" Pressing the D-pad  when in control of Bravo will trigger the Go! command.

Assisting Bravo

Throughout the campaign Bravo team may request Alpha team's assistance if they find themselves in extreme circumstances. When these situations arise you must decide, as the leader of your squad, whether to help Bravo team. There will be consequences to your actions, so think carefully and act fast.

Bravo Options

During the campaign, Bravo team may contact you to inform you of new intelligence that they have received in the field. They may detect new targets or ask your permission to leave their primary objective to assist you. As leader of the squad, you will have to decide whether to keep Bravo on mission or to allow them to change their objective. When these situations arise, press the D-pad  to approve Bravo teams request. If you wish Bravo team to remain on their main objective, do not press the D-pad  and they will continue as originally planned.

PAUSE MENU

Pressing start during the game will freeze the game and display the Pause menu. From this menu the following options are available:

- **Resume Game:** Exit the Pause menu and continue to play.
- **Load Progress:** Quit your current game and load a saved position from a previous part of the campaign.



- **Restart Mission:** Quit your current game and start the current mission again from the beginning.
- **Options:** Edit the options for the game.
- **Quit Game:** Quit game and return to the Main Menu.
- **Combat Stats:** Read your gameplay statistics.

XBOX LIVE SIGN-IN

Selecting Xbox Live from the Main Menu lets you connect to the Xbox Live service. This will record your scores and make Xbox Live features available to you. Once you activate your Xbox Live account, you'll have access to the online features menu, which includes the following options:

- **Friends:** Gives you access to your Xbox Live friends list.
- **Players:** Lets you see a list of players from your current Xbox Live play session, provide feedback on them, or invite them to become a friend.
- **Team:** Allows access to the team features. You can only belong to one team at a time. If you are not on a team this appears as Create Team.
- **Leaderboards:** Shows you how you're doing compared to other players, and who is the best of the best.
- **Inbox:** Allows you to read and respond to various messages that you can receive while signed in to Xbox Live.
- **Sign Out:** Ends your current Xbox Live session.



MULTIPLAYER

Multiplayer allows you to play with or against other players. You can test your skills on your own or work with friends to try and beat another team.

To start a multiplayer game, either as the host or as a player in an existing game, select Multiplayer from the Main Menu. This will take you to the Multiplayer menu, where you can choose from the following game modes:



- **Split Screen:** Split-screen play on a single Xbox console.
- **System Link:** Linked play between two or more Xbox consoles. Note that this option will not be available to select if no linked Xbox consoles are detected.
- **Xbox Live:** Multiplayer games through the Xbox Live service.

Split-Screen Play

Split-screen play allows up to four players to play on one Xbox console. In Split-Screen mode the screen is divided into two or four sections, depending on the number of players selected. Each section of the screen is linked to one Xbox controller. After selecting split-screen play, each player should press the D-pad  or  to choose which team he wishes to be on.

System Link Play

System link play lets you connect several Xbox consoles at the same time and play with or against friends. The Xbox consoles need to be linked directly or through a network hub.


To access system link play, select it from the Multiplayer menu. Select your profile and you will see a list of available games on your linked network. You can highlight one of these games and press the  button to join or press the  button to create your own game.

Xbox Live Play

Choosing Xbox Live play is just like joining a System Link game, except that go through the additional step of signing in to your Xbox Live account. When you sign in to Xbox Live you will have access to the following options:

- **Create Game:** Create your own game and serve as the host. You are able to choose all the settings you want for your game.
- **Quick Match:** Let the game select an Xbox Live game for you and get straight into the action.
- **Optimatch:** Set up the available options to choose the type of game you would like to play. The game will then search all available games to try and find a suitable match.

Creating a Game

Choosing to create your own game will bring you to the server setting screen. You can scroll through and adjust the settings for the game. Once you have finished choosing your settings, press the  button and you will move to the game lobby. If you are hosting the game you can launch the game whenever you are ready.

Squad

A squad is a group of people on Xbox Live who enjoy playing and competing together. Squads are able to create games and challenge other teams to beat them, whereas players who are not on a squad cannot.

Creating a Squad

If you are not currently a member of a squad, Create Squad will appear in the Community features menu. Selecting this allows you to create your own squad. You can only belong to one squad at a time. To name the squad, use the same system that you used to name your game profile. Press the **A** button to save the name and create the squad.

Managing a Squad

The My Squad functions screen allows you to organize your current squad. The features available include:

- **Recruit Members:** Invite a new player from your friends list to join the squad. There are only two ways to join a squad: create one or be invited to join one. Once an invitation is accepted, you automatically become a member of that squad.
- **Kick Members:** Remove a player from your squad.
- **Friend Request:** Send a friend request to someone on your squad.

Multiplayer Game Types

A variety of multiplayer game modes are available. You can choose to play Cooperative, which lets you play with a friend on the same team, or Solo, where every player is on his or her own and team play creates two squads that fight against each other.

The multiplayer game types available are:

- **Sharpshooter:** This game mode is every player for himself or herself; you have to try and kill as many of the other players as possible.
- **Team Sharpshooter:** Gain points for your team by killing members of the enemy squad.
- **Last Man Standing:** To win, be the last on the map alive.
- **Last Team Standing:** The last team with a member who stays alive wins the round.

- **Strike Command:** Work with your team to control the uplink terminals across the map. The more terminals you control, the faster the enemy team's points reduce. Controlling uplink terminals also provides your team with support such as UAVs, mortar, and airstrikes. Connect to the uplink terminals and destroy your enemies.
- **Solo Strike Command:** A solo game mode where your goal is to kill as many opponents as possible, but everyone has access to uplink terminals for support against their rivals.
- **Bounty Hunt:** Plays like Sharpshooter, except to score you have to collect dead enemies' dog tag icons and return them to the bank. Once in the bank your kills are safe, but if you are killed you will drop all of the dog tags you are carrying.
- **Surveillance Strike:** Plays like Team Sharpshooter but the objective is to destroy the other team's scrambler. The first team to destroy the enemy's scrambler wins.
- **Siege:** In Siege mode one team defends while the other team attacks. The attacking team must infiltrate a specific area and hold the position for a set time period of time to win.
- **Assassination:** In Assassination mode one team defends a VIP (chosen at random) while the other team attacks. The attacking team must assassinate the VIP before the timer reaches zero to win.

Multiplayer Game Elements

Several of the multiplayer game modes feature unique objects that add tactical diversity to the gameplay. Knowing the functions of these objects will dramatically increase the options that you have when combating opponents.

- **The Scrambler:** Appearing only in team modes, the scrambler is the counterpoint to the Intel system. When a player has had his Intel information collected by an enemy, the scrambler is what will allow him to hide his location once again. Simply pass through the scrambler's area of effect to shed any Intel information collected by the opposition.
- **Supply Points:** Supply points are scattered throughout the multiplayer levels and provide different functionality options depending on which game mode is being played. For standard adversarial modes such as Sharpshooter or Last Team Standing, supply points are where players can refill their ammunition. In Bounty Hunt, supply points are where collected

dog tags can be deposited. In Strike Command and Solo Strike Command, supply points can be used to engage or download off-site support such as air strikes and mortar barrages.

- **Cross-Com:** The Cross-Com in multiplayer is a communication tool. It allows the player to send requests or commands to other team members and coordinates the command with a reference marker on all teammate Intel maps.

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Tom Clancy's Ghost Recon Advanced Warfighter™



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